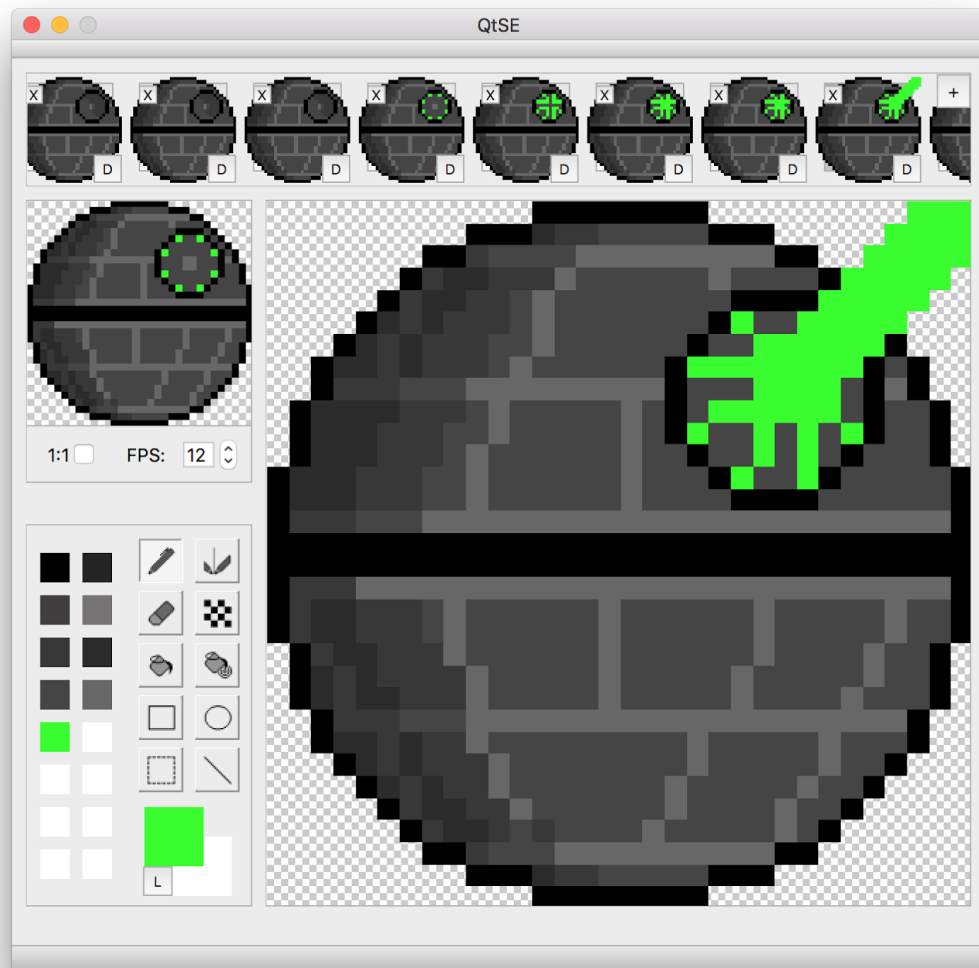




# QtSE by DeathStar IT

## User Guide

QtSE is a free sprite editor with the goal of being easy to use. QtSE consists of a pleasing graphical user interface with all the basic supporting features of a simple sprite editor. These features allow the user to effectively create sprites and animated gifs of these sprites.

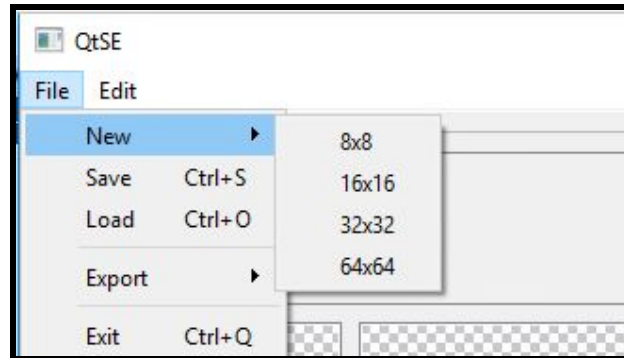


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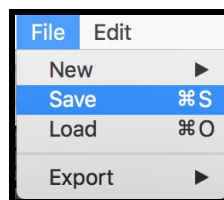
## NEW

A new project may be started by selecting **File** from the menu bar, selecting **New**, and then selecting a size. QTSE supports canvas sizes of 8 x 8, 16 x 16, 32 x 32, and 64 x 64.



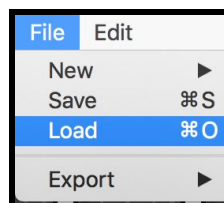
## SAVE

A file may be saved by selecting **File** from the menu bar and then selecting **Save**. A save file destination selector window will be displayed allowing the user to select the desired destination to save the Sprite Editor project. Files are saved as .ssp files.



## LOAD

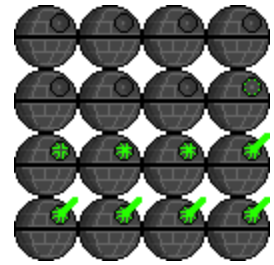
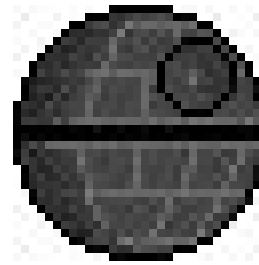
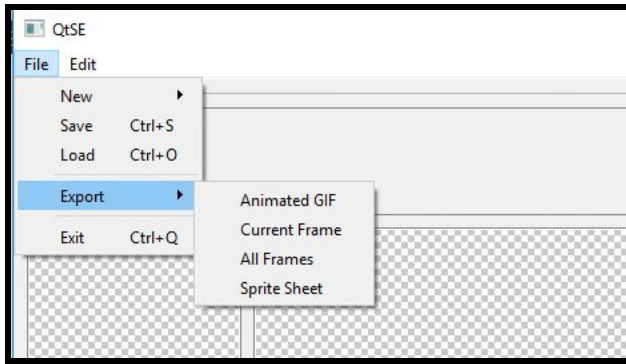
A file may be loaded by selecting **File** from the menu bar and then selecting **Load**. A load file location selector window will be displayed allowing the user to select the desired file to load. QtSE only accepts .ssp Sprite Editor project files.



## EXPORT

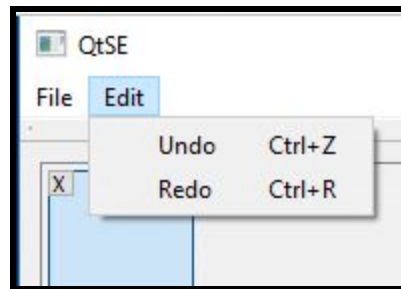
A file may be exported by selecting **File** from the menu bar, selecting **Export**, and then choosing the format from Animated GIF, Current Frame, All Frames, or Sprite Sheet.

- Animated GIF exports all the frames as a looped animation in the format of a .gif file.
- Current Frame exports the current/selected frame as a .png file.
- All Frames exports all frames as individual .png files.
- Sprite Sheet exports all frames combined together in a Sprite Sheet and saved as a .png file.



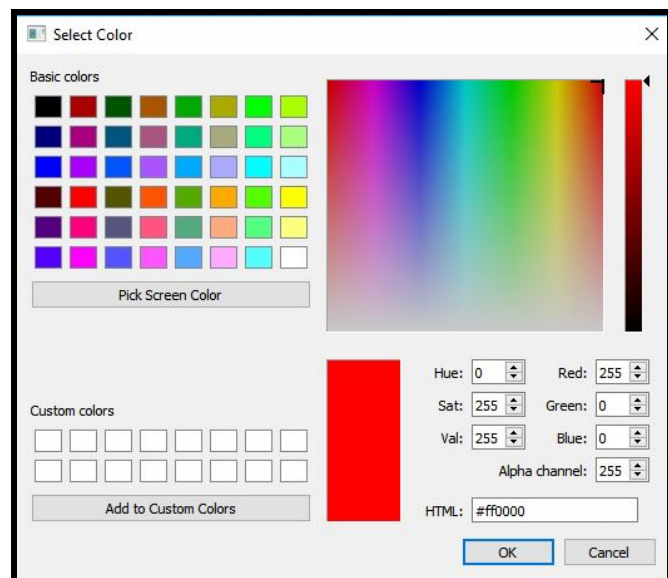
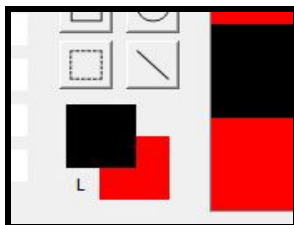
## UNDO/REDO

The QTSE supports undo/redo functions from both the menu bar or using hot keys.



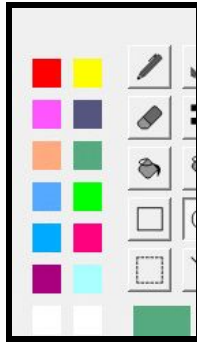
## COLOR SELECTION

QTSE allows the user to have **two** colors selected, the two colors are available to any tool by using the left or right mouse click respectively, while both colors are used with the dithering tool. The current selected colors appear below the toolbar. A mouse click on either will bring up the **Select Color** pop up window, which allows colors to be customized.



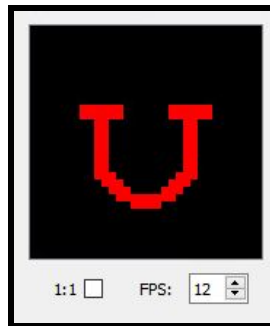
## COLOR HISTORY PALETTE

As color are used, they are added to the **color history palette**. The colors can be selected with a mouse click. This allows the user to easily reuse colors again during the same session.



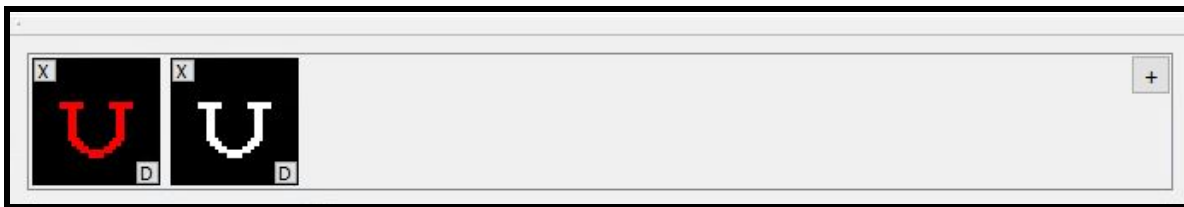
## Sprite Animation Preview

The sprite animation preview box provides the user with two customizations, a **1:1 ratio** that when checked scale the Sprite to it's actual size. The user can also select the **FPS** for the Sprite with a range of 1- 24.



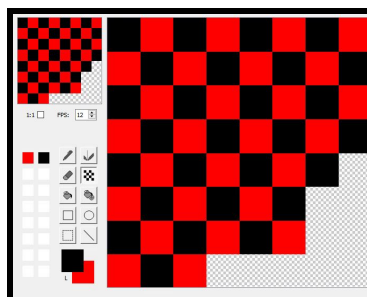
## Frames Preview

The frame preview box across the top allows the user to scroll through all frames in the Sprite. Each frames has a **Duplicate "D"** and **Remove "X"** key. The duplicate key creates a identical frame immediately following in the sequence. The user can also select any frame with a mouse click to load onto the main canvas for editing. The "+" key on the far right adds a blank frame after the currently selected frame.



## Canvas

The canvas loads the current frame to allow for changes using a combination of color and selected drawing tool. (See the tool icon key below.) Below is an 8 x 8 size canvas, the current selected colors are red and black and the user is using the dithering tool to create a checkerboard.



## Hot Key/ Shortcuts

Ctrl+1	Pen tool	Ctrl+X	Erase selected area
Ctrl+S	Save	Ctrl+O	Load
Ctrl+Z	Undo	Ctrl+Q	Exit
Ctrl+R	Redo		

## Tool Icon glossary



Pen Tool

draws by clicking or click and dragging across the canvas.



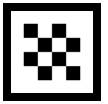
Mirror Pen Tool

draws by clicking on or click and dragging. The drawn pixels are mirrored across the vertical center of the canvas.



Eraser Tool

erases the pixels drawn on the canvas by clicking or click and dragging across the canvas.



Dithering Tool

draws by clicking on or click and dragging across the canvas. Alternates the color of the pixels with the primary and secondary selected colors.



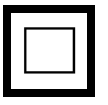
Bucket Fill Tool

draws by clicking on the canvas. Fills the area around that pixel that shares the same color with the primary selected color.



Color Fill Tool

draws by clicking on the canvas. Changes all pixels that share the same color as that pixel to the primary selected color.



Rectangle Tool

draws by click, drag, and release on the canvas. Places a rectangle that spans the width and height distance between the click and release.



Ellipse Tool

draws by click, drag, and release on the canvas. Places an ellipse that spans the width and height distance between the click and release.



Selection Tool

selects by click, drag, and release on the canvas.



Line Tool

draws by click, drag, and release on the canvas. Places a line that connects the pixels from the click to the release.